

STABBING POLE



EQUIPMENT, LIMITED

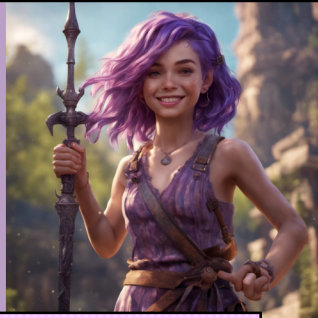
POWER: PURPLE DEALS 1 TARGET 2 IRREDUCIBLE MELEE DAMAGE.

BECAUSE IT'S A POLE, AND I STAB THINGS WITH IT.
--PURPLE (RIFTWALKER #2 OF 12)

PURPLE



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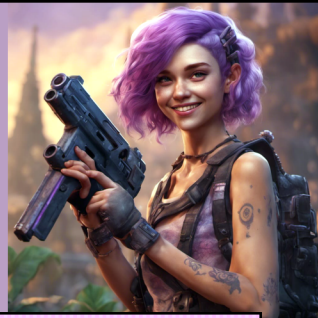
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BLASTING GUN



EQUIPMENT, LIMITED

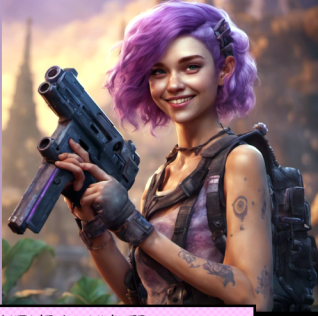
POWER: PURPLE DEALS UP TO 5 TARGETS 1 IRREDUCIBLE PROJECTILE DAMAGE EACH.

I FOUND A WHOLE BOX OF 'EM, SINCE THEN THE RATLINGS AREN'T A PROBLEM. --PURPLE (RIFTWALKER #2 OF 12)

PURPLE



BLASTING GUN



EQUIPMENT, LIMITED

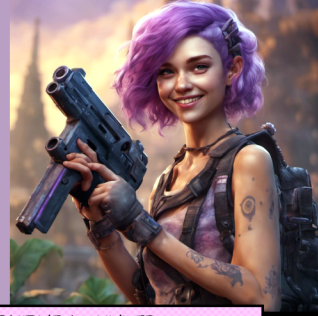
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PURPLE



BLASTING GUN



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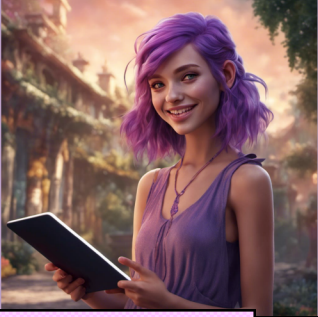
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PURPLE



SMARTMETAL TABLET



EQUIPMENT, LIMITED

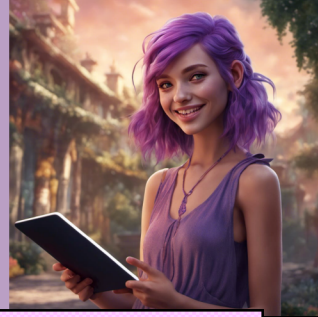
POWER: DESTROY AN ONGOING CARD. THEN SHUFFLE THIS CARD AND YOUR TRASH INTO YOUR DECK.

IT MAKES THINGS. SOMETIMES, IT UNMAKES THEM AS WELL. --PURPLE (RIFFWALKER #2 OF 12)

PURPLE



SMARTMETAL TABLET



EQUIPMENT, LIMITED

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--PURPLE (RIFTWALKER #2 OF 12)

PURPLE



SUPPLY CRATE



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL AN [EQUIPMENT] CARD IS REVEALED. PUT THE REVEALED [EQUIPMENT] CARD INTO YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

DRAW A CARD. PLAY A CARD.

I HAVE A BUNCH OF THEM STASHED AROUND THIS PLACE.
--PURPLE (RIFTWALKER #2 OF 12)

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PURPLE



THROUGH HERE



ONE-SHOT

MOVE AN ENVIRONMENT CARD FROM IN PLAY TO THE BOTTOM OF THE ENVIRONMENT DECK.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THROUGH HERE, WE CAN GET AROUND BEHIND THEM.
--PURPLE (RIPTALKER #2 OF 12)

PURPLE



THROUGH HERE



ONE-SHOT

MOVE AN ENVIRONMENT CARD FROM IN PLAY TO THE BOTTOM OF THE ENVIRONMENT DECK.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

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THROUGH HERE



ONE-SHOT

MOVE AN ENVIRONMENT CARD FROM IN PLAY TO THE BOTTOM OF THE ENVIRONMENT DECK.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

THROUGH HERE, WE CAN GET AROUND BEHIND THEM.
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PURPLE



CAT



ONE-SHOT

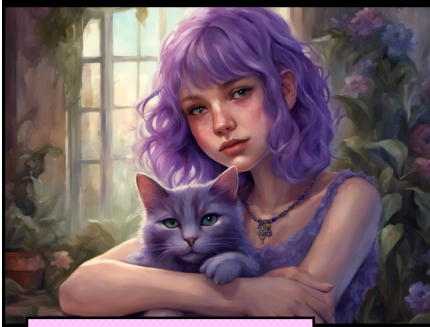
REVEAL THEN REPLACE THE TOP CARD OF THE VILLAIN DECK.

AROUND HERE, NO ONE LOOKS TWICE AT A BLUE CAT. ONLY I KNOW HOW SMART HE REALLY IS.
--PURPLE (RIPTALKER #2 OF 12)

PURPLE



CAT



ONE-SHOT

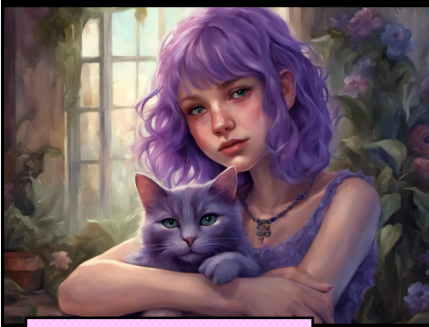
REVEAL THEN REPLACE THE TOP CARD OF THE VILLAIN DECK.

AROUND HERE, NO ONE LOOKS TWICE AT A BLUE CAT. ONLY I KNOW HOW SMART HE REALLY IS.
--PURPLE (RIFTWALKER #2 OF 12)

PURPLE



CAT



ONE-SHOT

REVEAL THEN REPLACE THE TOP CARD OF THE VILLAIN DECK.

AROUND HERE, NO ONE LOOKS TWICE AT A BLUE CAT. ONLY I KNOW HOW SMART HE REALLY IS.
--PURPLE (RIFTWALKER #2 OF 12)

PURPLE



MAKE-SHIFT SHELTER



ONE-SHOT

DRAW 2 CARDS.
PURPLE REGAINS 2HP

YOU DON'T WANT TO SLEEP IN THE BUILDINGS. YOU'D NEVER WAKE UP --PURPLE (RIFTWALKER #2 OF 12)

PURPLE



MAKE-SHIFT SHELTER



ONE-SHOT

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PURPLE



MAKE-SHIFT SHELTER



ONE-SHOT

DRAW 2 CARDS.
PURPLE REGAINS 2HR.

YOU DON'T WANT TO SLEEP IN THE BUILDINGS. YOU'D NEVER MAKE UR --PURPLE (RIFTWALKER #2 OF 12)

PURPLE



RUN!



ONE-SHOT

YOU MAY USE A POWER NOW.

THEY DON'T KNOW THIS PLACE LIKE I DO. THEY'LL NEVER KEEP UR --PURPLE (RIFTWALKER #2 OF 12)

PURPLE



RUN!



ONE-SHOT

YOU MAY USE A POWER NOW.

THEY DON'T KNOW THIS PLACE LIKE I DO. THEY'LL NEVER KEEP UR --PURPLE (RIFTWALKER #2 OF 12)

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PURPLE



AUTOMATED WAREHOUSE



ONE-SHOT

EACH HERO MAY SEARCH THEIR DECK FOR AN [ONGOING] CARD AND PUT IT IN THEIR HAND.
YOU MAY DRAW A CARD OR PLAY A CARD.

SOMETHING KEEPS THE LIGHTS ON. YOU PROBABLY DON'T WANT TO KNOW WHAT IT IS.
--PURPLE (RIFTWALKER #2 OF 12)

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PURPLE



BURN IT DOWN



ONE-SHOT

PURPLE DEALS EACH NON-HERO TARGET X FIRE DAMAGE, WHERE X EQUALS THE NUMBER OF ENVIRONMENT CARDS IN PLAY. THEN PURPLE DEALS HERSELF Y DAMAGE, WHERE Y EQUALS THE NUMBER OF TARGETS DESTROYED BY THIS CARD, PLUS 1.

THE JUNGLE BURNS EVERY SUMMER. WE JUST GAVE IT A HEAD START. --PURPLE (RIFTWALKER #2 OF 12)

PURPLE



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PURPLE

IMPROVISATIONAL INVENTIVENESS



ONE-SHOT

EACH HERO MAY SEARCH THEIR DECK FOR AN [EQUIPMENT] CARD AND PUT IT IN THEIR HAND.
YOU MAY DRAW A CARD.

I JUST PUT PIECES TOGETHER UNTIL IT DOES SOMETHING USEFUL. --PURPLE (RIFTWALKER #2 OF 12)

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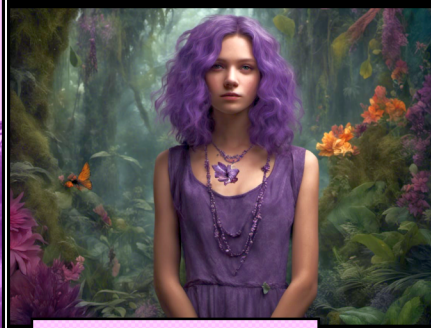
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THEY SMELL GOOD TOO



ONE-SHOT

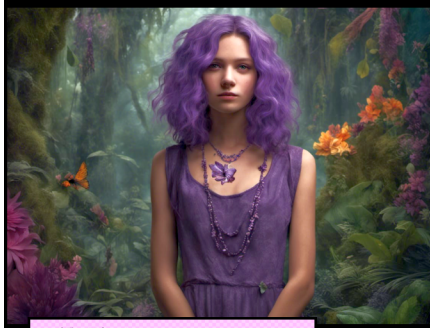
PLAY THE TOP CARD OF THE ENVIRONMENT DECK.
EACH HERO TARGET REGAINS 1HP.

THE FLOWERS ARE EDIBLE. THEY'LL MAKE YOU FEEL BETTER. AND THEY SMELL GOOD TOO. --PURPLE (RIFTWALKER #2 OF 12)

PURPLE



THEY SMELL GOOD TOO



ONE-SHOT

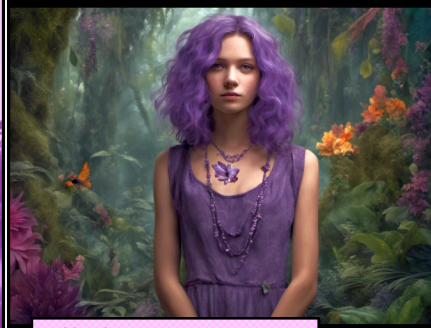
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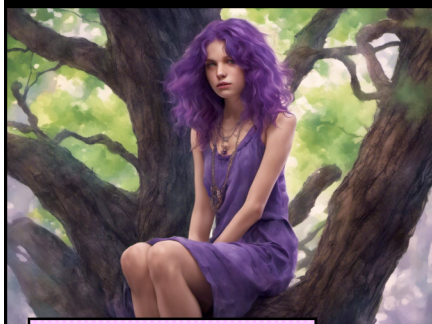
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SYMBIOTIC BY NATURE



ONGOING

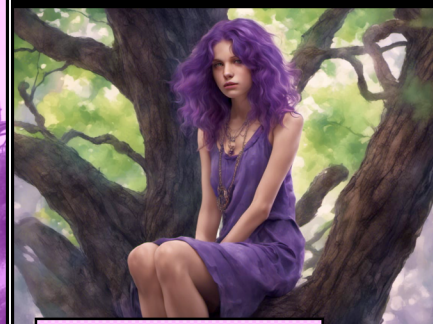
PURPLE IS IMMUNE TO DAMAGE DEALT BY ENVIRONMENT CARDS.

I KNOW EVERYTHING THIS PLACE HAS TO THROW AT ME. NONE OF IT CAN TOUCH ME ANYMORE.
--PURPLE (RIFTWALKER #2 OF 12)

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PURPLE



SECRET GROTTO



SECRET GROTTO

DISCARD YOUR HAND.
YOU MAY NOT USE POWERS NOT DRAW CARDS.
YOU MAY DEAL OR BE DEALT DAMAGE.
AT THE START OF YOUR TURN, YOU MAY REMOVE THIS CARD FROM THE GAME. THEN DRAW 4 CARDS.

BUT WHEN THINGS GET BAD ON THE SURFACE-- AND THEY WILL-- I COME DOWN HERE. IT ONLY LETS ME IN.
--PURPLE (RIFTWALKER #2 OF 12)

PURPLE



RIFT
COMICS

24

PURPLE



CHILD OF THE RIFT

POWER: DRAW A CARD. YOU MAY USE A POWER NOW.

- ONE HERO MAY USE A POWER NOW.
- UP TO 3 HERO TARGETS REGAIN 1HP EACH.
- EACH PLAYER MAY DISCARD A CARD AND THEN DRAW A CARD.

RIFT
COMICS

25

**PURPLE =
RIFTWALKER**



RIPTORN HOME

POWER: PLAY THE TOP CARD OF THE ENVIRONMENT DECK. YOU MAY USE A POWER NOW.

- ONE HERO MAY USE A POWER NOW.
- UP TO 3 HERO TARGETS REGAIN 1HP EACH.
- ONE PLAYER MAY PLAY A CARD NOW.



First deck designed entirely in 2023 (after the great computer debacle of 2022)